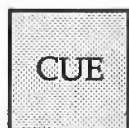


## ***Editing and storing cues***

AE-03-0190

## ***Preparing to edit cues***

You should become familiar with certain functions of the Cue Editor panel before attempting to edit a cue. Some of the following concepts will become more useful as you begin to edit cues.



## ***The CUE, CLIP and REEL buttons***

While editing a cue, you will periodically save a working version of the cue for future use. Before making an edit, you should become familiar with the buttons used for temporary cue storage: CUE, CLIP and REEL buttons, located below the left side of the scrub bar.

When you first recall a cue to the Cue Editor, it is stored in the CUE button. While editing, the CUE button is constantly being updated to the current version of the cue on the shuttle bar. If you recall a new cue to the Cue Editor, the contents of the CUE button are replaced by the new cue.

The CLIP and REEL buttons are temporary cue storage buttons only. If you turn off the system, the cues in the temporary storage buttons are lost. If you want to keep a permanent copy of a cue, save it. Saved cues are listed in the Cue Directory.

There is no difference between a CLIP and a REEL button, except for CLIP 1, which is the default clipboard for many Cue Editor functions. Each time you store something in a CLIP or REEL button, you replace the contents of the button.

- Click the CLIP or REEL button to recall its contents to the shuttle bar.
- Click the CUE button to recall the current edited version of the cue to the shuttle bar.

## *The LEADER button and edit flags*

Below the CLIP and REEL buttons is a button labelled LEADER. This button stores the equivalent of blank tape.

LEADER is used with edit commands which require you to fill or paste. In these cases, you will be given a prompt so that if you want to fill or paste with leader, you can click the LEADER button.

After you have performed an edit function that adds to or deletes from the current cue, one or more edit flags appear as an 'E' on the shuttle bar, marking the point where the edit took place.

You can move an edit to a different location on the shuttle bar.

- Drag the edit flag.

As you drag, the cue plays from the edit. Audio is added or deleted on either side of the edit flag as needed.

You can remove the edit flags from the shuttle bar.

- Click and unlight the SHOW EDIT button to the left of the shuttle bar to remove the edit flags.

The edit is still present, you just don't see the flags.



*Edit flag*



## ***Blocking into cues***

If you recorded your tracks in Punch In, you can make them into cues. If you recorded your tracks in Allocate, blocking can be used to break large cues into smaller, more manageable cues.



**CLEAR  
EDITS**

## ***Saving a continuous recording as a cue***

If you used the Punch In mode to record your tracks, you may want to block your project into one cue first, and then break it into smaller cues.

You can do this using the Cue Editor panel.

1. Click the **CLEAR EDITS** button at the bottom of the Cue Editor panel twice to place the entire project on the shuttle bar.
2. Drag the **IN** flag until you find the beginning audio on the project.
3. Drag the **OUT** flag until you find the end of the audio on the project.
4. Enter a name into the cue name field in the upper left corner of the panel.
5. Click the **Save** button.

The entire project is saved as a single cue.

You can now select individual tracks, if you desire, and display the cues on each track. These tracks can then be blocked into cues, as explained on the following page.

## ***Blocking cues***

You can block a single large cue into smaller cues for easier editing.

1. Select the cue you want to block.
2. Play the cue.
3. As the cue plays, click the **Block** button on the left side of the Cue Editor panel each time you want to make a cue.

Each time you click the Block button, the cue name increments and a new cue is saved in the Cue Directory. The length of each new cue equals the time between clicks of the Block button.



## Editing cues

All cue editing is nondestructive. Unwanted audio can be cut, words from one cue can be spliced into another, leader can be added, without altering the original recording.



*IN icon*

## Changing the start of a cue

The start of a cue is defined by the **In time** displayed at the bottom of the Cue Editor panel. You can change the In time in several ways.

- Drag the **IN icon** on the shuttle bar until you hear the appropriate place for the start of the cue.

The icon moves with the trackball and plays in either scrub or scan mode. The new start time appears in the In time field near the bottom right of the panel.

- Click the **In Take** button while the cue is playing.
- Enter a new value into the **In time** field.

**Note:** If you enter an In time that is off the shuttle bar, the IN icon is enclosed in a box at the left end of the shuttle bar.

## *Changing the end of a cue*

The end of a cue is defined by the **Dur** (duration) time displayed at the lower right of the Cue Editor panel. **Dur** is the default field which can be toggled to give the **Out** (end) time of the cue. You can change the duration of the cue in several ways.

- Drag the **OUT icon** on the shuttle bar until you hear the appropriate place for the end of the cue.

The icon moves with the trackball and plays in either scrub or scan mode. The new start time appears in the **Dur (Out)** time field near the bottom right of the panel.

- Click the **Dur(Out) Take button** while the cue plays.
- Enter a new value into the **Dur(Out) time field**.

**Note:** If you enter an Out time that is off the shuttle bar, the **OUT icon** is enclosed in a box at the right end of the shuttle bar.



*OUT icon*

## ***Editing cues (con't)***

### ***Moving the cue***

You can move the IN and OUT icons simultaneously while maintaining the duration.

1. Click and hold the box at the base of either the IN or the OUT icon.

A bar connects the IN and OUT icon, and the duration is temporarily locked.

2. Drag the cue to the new location.

The cue plays from the box by which you drag.



## *Choosing an edit point*

You use edit points to define where you want the edit to start and end. For instance, if you want to delete audio from a cue, you define the point where the deletion starts and the point where it ends.

The edit start time is shown in the **Edit time field** at the bottom right of the Cue Editor panel. The edit length is given in the **Len time field**. Len can be toggled to **End** (the end time of the edit).

These edit points are visually represented by the **scissors icons** on either side of the shuttle bar. The scissors appear on the shuttle bar when an edit point has been placed.



## ***Editing cues (con't)***

### ***Placing edit start and end points***

The start of an edit is defined by its Edit time, represented by the **left scissors icon**. You can change the Edit time in several ways.

- Drag the **left scissors** to the point between the IN and OUT icons that is the start of your edit.
- Click the **Edit Take button** while playing the cue.
- Enter a new value into the **Edit time field**.

The end of an edit is defined by its Len (length). Len is the default field which can be toggled to give the Out (end) time of the cue, which on the shuttle bar is shown as the **right scissors icon**.

- Drag the **right scissors** to the point between the IN and OUT icons that is the end of your edit.
- Click the **Len(Out) Take button** while the cue plays.
- Enter a new value into the **Len(Out) time field**.

## *Moving the edit segment*

You can move an edit to a new location in the cue by dragging the box at the base of the scissors.

- Click and hold the box at the bottom of either edit point or at the middle of the horizontal bar connecting the edit points and drag the edit to the new location.

The edit plays from the box by which you drag.

## ***Editing cues (con't)***



*Take and Undo  
buttons*

## ***Removing edit points***

If you have gone no further than placing edit points on the shuttle bar, you can remove the edit points without altering the cue.

- Click an empty scissors box at the left or right ends of the shuttle bar.

The scissors returns to the box. The edit point is removed.

You can recall the previous edit start or end time by clicking its Undo button.

- Click the small box next to edit time Take button.

The time field returns to its previous value. If you continue clicking the button, it will toggle between the previous and current value.

## *Edit playback*

You can play the edit.

- Click between the scissors.
- Click on the Edit play button.

You can play back relative to the current play marker.

- Click the left side of the Len (Out) play button.

Playback of the edit begins two seconds prior to the current play marker.

- Click on the right side of the Len (Out) play button.

Playback begins at the current play marker and continues off the shuttle bar.

You can play back an edit using the function keys. (See "Recalling and playing cues" in this manual.)



*Edit play button*



*Len (Out) play button*

## Editing commands

The commands directly below the scrub bar are used to perform specific edit operations.

For a discussion of time scale modification (TSM) see the section "Recording" in the *Audio Recording* manual.

## Edit commands

Command	Function
COPY	Copies edit or entire cue to selected CLIP or REEL button. Cue remains on shuttle bar.
CUT	Removes edit from cue and places it into selected CLIP or REEL button. Duration of cue changes to reflect new length.
CLEAR EDITS	Click once to clear selected CUE, CLIP or REEL button. Click twice to display all cues in current project.
CHAIN	Splices contents of selected CUE, CLIP or REEL button to end of cue. Duration changes to reflect new length.
DELETE	Removes edit from cue. Duration changes to reflect new length.
DELETE CUE	Deletes selected cue from Cue Directory. Cue remains on shuttle bar.
EXCHANGE	Swaps cue or edit on shuttle bar with contents of selected CLIP or REEL button.
EXTRACT	Makes the edit the current cue on shuttle bar.
FILL	Replaces edit with contents of selected CLIP or REEL button. If fill material is shorter than edit length, loops material to fill entire edit.
PASTE	Inserts contents of selected CLIP, REEL or LEADER button into edit start point. Edit flags appear at start and end of pasted material. (See also "Pasting with leader.")
SLIDE	See "SLIDE—Dragging edit segments"
TRANSFER TO POLY	Places current cue onto keyboard as first partial timbre of keyboard timbre. Two-track cue becomes stereo sound file.

## *Using an edit command*

Use the following steps with any of the edit commands on the previous page.

1. Click the command.

A dialog appears.

2. Some commands require you to specify the source material for the operation. If you want to use different source material than what is listed in the dialog, click the CLIP, REEL or LEADER button containing that source material.

The dialog is rewritten to specify the new source material.

3. Some commands have additional selections which can be made from the dialog. Click the dialog selection, if desired.

4. Click the command again.

The operation is completed.

The default source and destination for any function is CLIP 1. This button operates in a similar way to the Macintosh Clipboard, wherein anything copied or cut to the Clipboard replaces the previous contents.

Commands such as FILL and PASTE allow you to loop the source material to the end of the edit. This option is listed in the dialog when you select the command.

## ***Editing commands (con't)***

### ***Pasting with leader***

You can insert leader at any point in the cue using the PASTE command on the Cue Editor panel.

1. Click the PASTE command.
2. Click the LEADER button.
3. Click the Len time field and enter the length of leader you want to insert at the edit start point.

OR

Click the [LOOP PASTE] button in the dialog to fill the entire edit with leader.

4. Click the PASTE command again.



## ***SLIDE—Dragging edit segments***

You can drag an edit to a different location in the cue. For example, two words can be nudged together in a dialog edit. The same two words could be slid to a different location in the cue and inserted, without erasing any audio.

Sliding is similar to cutting and pasting. The difference is that when you slide an edit, the duration of the cue and its synchronization remain unchanged.

There are two ways you can slide an edit.

- Displace**    Cut an edit from its present location and drag it to a new location where it is pasted in. No audio is erased or replaced.
- Fill**         Drag an edit to a new location and replace the gap left behind with LEADER or the contents of a CLIP or REEL button. The duration of the cue does not change. This is the default SLIDE mode.

## ***Editing commands (con't)***

### ***SLIDE—Displacing an edit***

You can slide an edit using the displace mode of the SLIDE command. No audio is erased; it is only moved. This is similar to a cut-and-paste function.

1. Click the SLIDE command.

The duration of the cue is automatically frozen while you are sliding. A button labelled DISPLACED AUDIO appears next to the LEADER button.

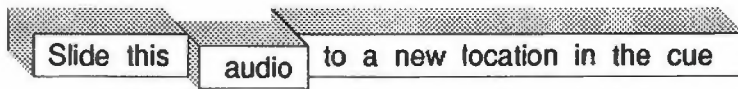
2. Click the DISPLACED AUDIO button.
3. Drag the edit by one of its edit points or boxes to the desired location.
4. When you are satisfied with the edit, click the SLIDE command again.

The edit is cut from its former location and pasted in at its new location.

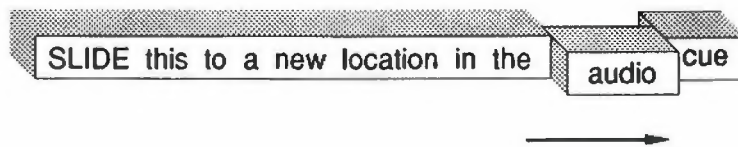


**DISPLACED  
AUDIO**

1. Designate an edit segment.



2. SLIDE the edit segment.



3. RESULT: Edited Cue. Cue duration remains unchanged.



## **Editing commands (con't)**

### ***SLIDE—Filling an edit***

You can fill the gap left behind after sliding an edit with audio from a CLIP or REEL button. In this way, you can slide over words you want to delete, and then fill the gap left behind with room tone or other audio.

1. Click the SLIDE command.

The duration of the cue is automatically frozen while you are sliding.

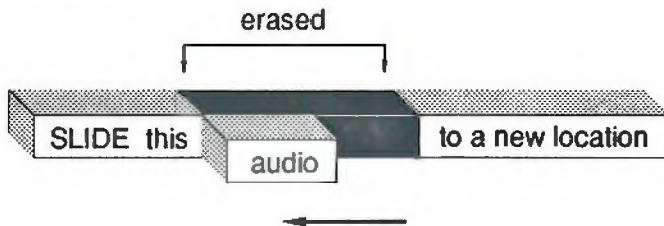
2. Drag the edit by one of its edit points or boxes to the desired location.
3. If you want to fill the gap left behind with something other than the contents of CLIP 1, click the desired CLIP, REEL or LEADER button.
4. When you are satisfied with the edit, click the SLIDE command again.

The audio which the edit slid over is erased and the gap left behind it is filled with the contents of the selected storage button.

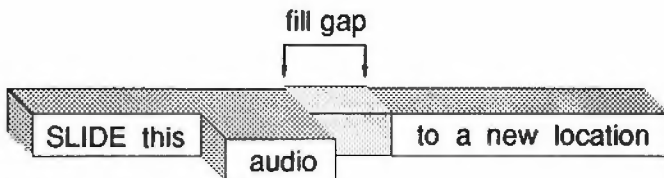
1. Designate an edit segment.



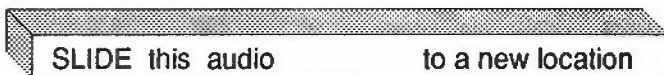
2. SLIDE edit.



3. Fill gap left behind with audio from CLIP 1 or other source.



4. RESULT: Edited cue. Cue duration remains unchanged.



## **Editing commands (con't)**

### ***SLIDE—Previewing a slide***

You can preview a SLIDE edit before making the actual edit.

1. Click the SLIDE command.
2. Drag the edit to the desired location.
3. Click the PREVIEW SLIDE button to the left of the CUE button.

Edit flags appear at the potential edit points and the cue plays in its edited form. You cannot move the edit points. You can play the cue by clicking in the shuttle bar or by using the scrub and scan bars.

4. If you want to perform additional edits before completing the SLIDE, click the PREVIEW SLIDE button again to turn off the preview function.

The edit flags disappear, and the cue can be further edited.

## The Cue Editor panel

CUE EDITOR

VOX 10		Proj: 1. Various Voices		P
00:03:10:23.13		SHOW EDIT		01 02 03 04
▶	ZOOM IN	ZOOM OUT	IN	OUT
⏏	QZ	HOLD	PROJ	SHOW WAVE
0.5	2.0	5.0	SHOW WAVE	M1 M2 M3 M4
Block	Save	PREVIEW SLIDE	CUE	CLIP 1
Sync: Pre	Audit	REEL A	REEL B	REEL C
00:23:15:29.06	00:03:10:23.13	REEL D	REEL E	REEL F
PLACE IN SEQ	REPLACE IN SEQ	TRK: 1	LEADER	DUP/UNDO AUDIO
COPY		CUT	DELETE	CLEAR EDITS
EXCHANGE	CHAIN	PASTE	EXTRACT	In
FILL	SLIDE			Dur
RENAME	DELETE CUE	RECALL	TRANSFER TO POLY	Edit
				Len

**Crossfading  
cues**

You can add fade in and fade out dimensions to a cue which allow you to crossfade cues in a sequence.

***The cue volume envelope***

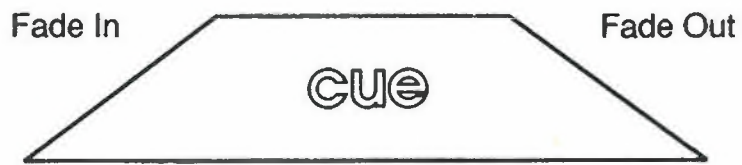
An individual cue can be viewed as an envelope of sound, which fades in at the start of the cue and fades out at the end of the cue. This is useful for crossfading cues in a sequence.

- |                 |   |
|-----------------|---|
| <b>fade in</b>  | A steady volume increase from the start of the cue. |
| <b>fade out</b> | A steady decrease in volume to the end of the cue.  |

Cue envelope changes are performed only at the analog outputs. They are not available when using the UDIO ports or the digital bounce feature.







*A cue volume envelope*



## **Crossfading cues (con't)**

### ***Entering fade lengths***

The length of a fade in or fade out is set from the Cue Trim panel in the Fade In () time field and the Fade Out () time field.

1. Click the time field to the right of the Fade In icon ().
2. Enter a Fade In length in seconds.
3. Click the time field to the right of the Fade Out icon ().
4. Enter a Fade Out length in seconds.
5. If you want to save this information with the cue, click the Save button at the bottom of the panel.

The fade times are saved with the cue in the Cue Directory.

If the fade length equals or exceeds the duration of the cue, the entire cue is ramped.

## *Listening to a fade*

You can hear fades in only two ways.

- Click the cue play button (▶) on the Cue Trim or Cue Editor panel.
- Click in the Cue Editor shuttle bar to play the cue or edit.

If you use any other method for listening to a cue, you will not hear the fades.

## ***Storing and protecting cues***

Cues are kept in computer memory until you save them. You will want to store new cues as you edit. Cues can also be protected from accidental alteration.

## ***Naming a cue***

As you make new cues, you should name them and give them a descriptive caption before storing them to the Cue Directory.

- Select the cue name at the top left of the Cue Editor panel and type in a new name.

If the cue name you type duplicates a name that has already been used and you want to use a different name, click [OK] in the dialog and rename the cue.

A cue can be given a caption of up to 30 characters from the Cue Editor panel.

1. Toggle the **Proj** label at the top of the Cue Editor panel to **Capt**.
2. Click the field after **Capt** and type a caption.
3. Press Return.

Captions can be displayed and edited on the Cue Editor, Cue Trim and Event List Editor panels. They can also be displayed but not edited in the Cue Directory.

## *Saving a cue*

Saving a cue stores a copy of it in the Cue Directory. Each time you save a cue by the same name, it is permanently updated.

Once you have named the cue, you can save it to the Cue Directory. (See also "Saving and replacing cues in a sequence" in the following section.)

- Click the **Save** button on the Cue Editor panel to save a cue to the Cue Directory.



## Storing and protecting cues (con't)



### **RENAME**—Renaming a stored cue

You can rename and save a cue in the Cue Directory using the RENAME command in the Cue Editor panel.

**Warning:** When you use the RENAME command, the current cue is given a new name *and* saved. The original version of the current cue is overwritten.

1. Click the RENAME command on the Cue Editor panel.
2. Type a new cue name and press Return.

The saved version of the cue is renamed and updated. The original version of the saved cue is overwritten.

## ***P—Protecting a cue***

You can protect a cue from accidentally being changed, deleted or renamed by using the protect (P) button.

- Click the protect (P) button in the upper right corner of the Cue Editor panel.

The protect button lights, and the cue is protected. You can continue to edit the cue, but you will not be allowed to save it under the same name. If you want to save the edited version of the cue, you must give the cue a different name before saving.

